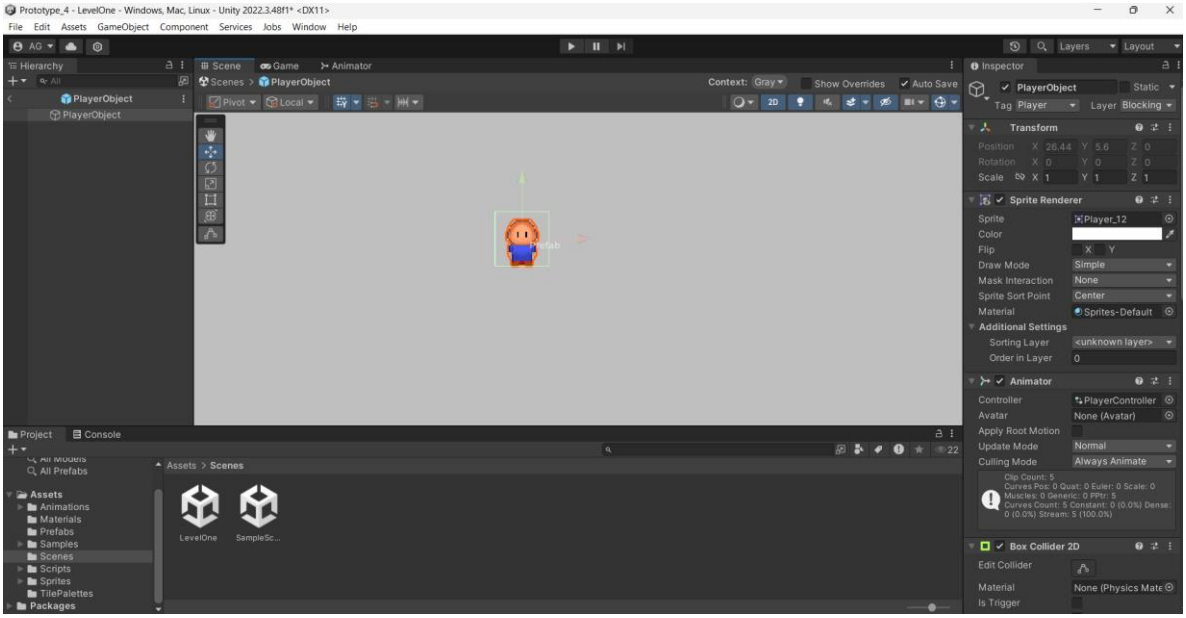
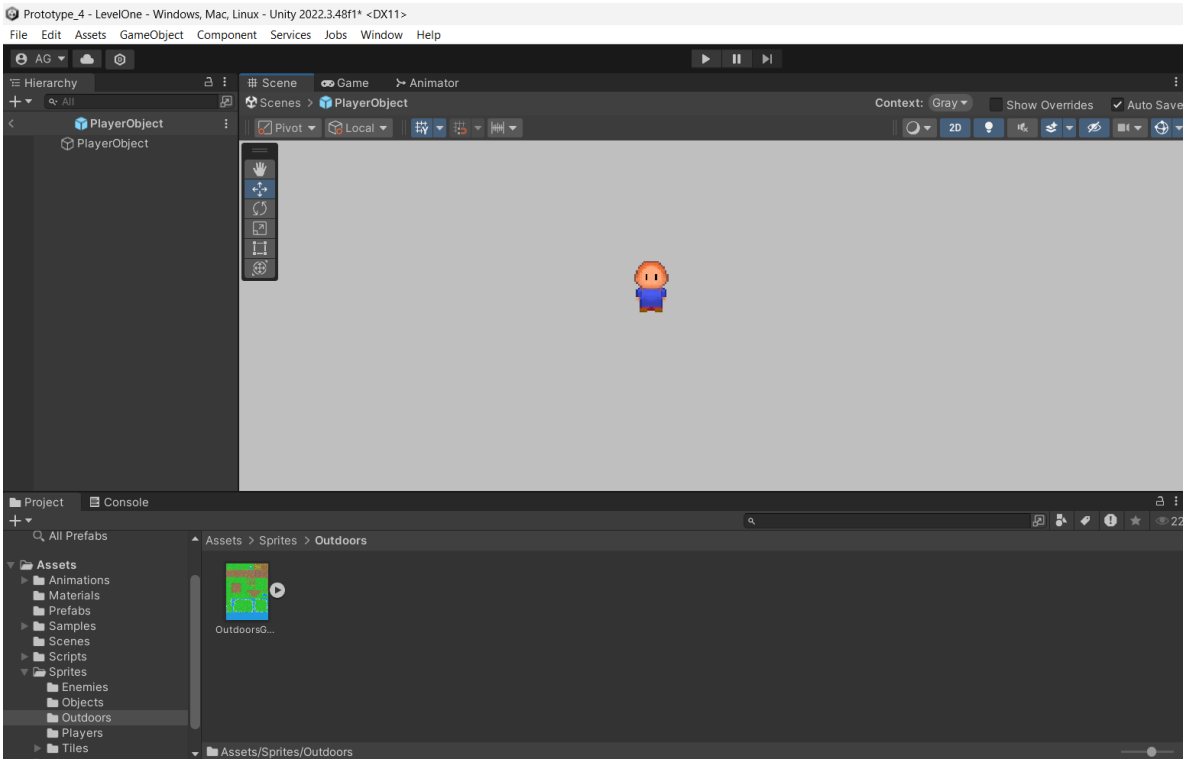
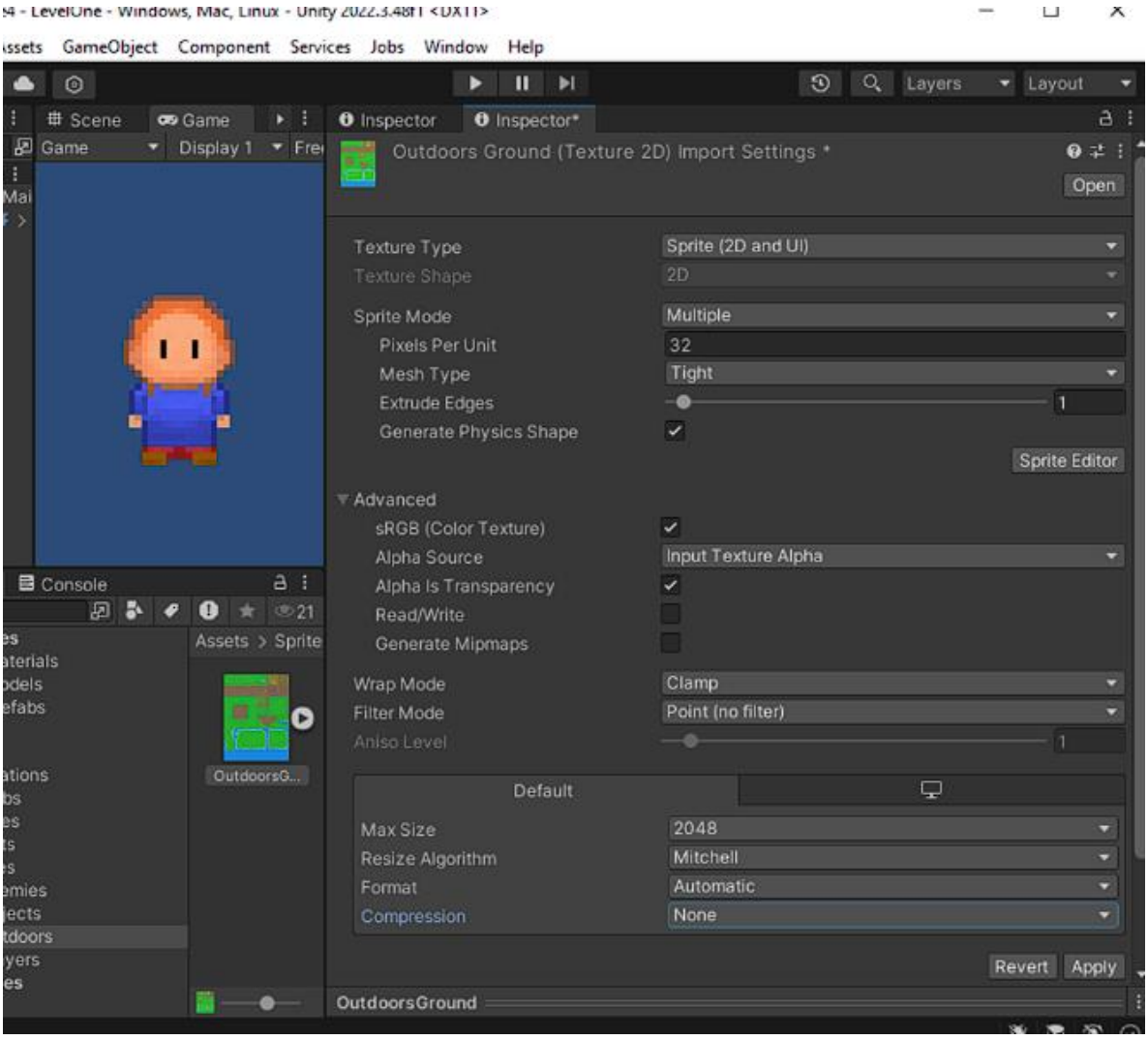
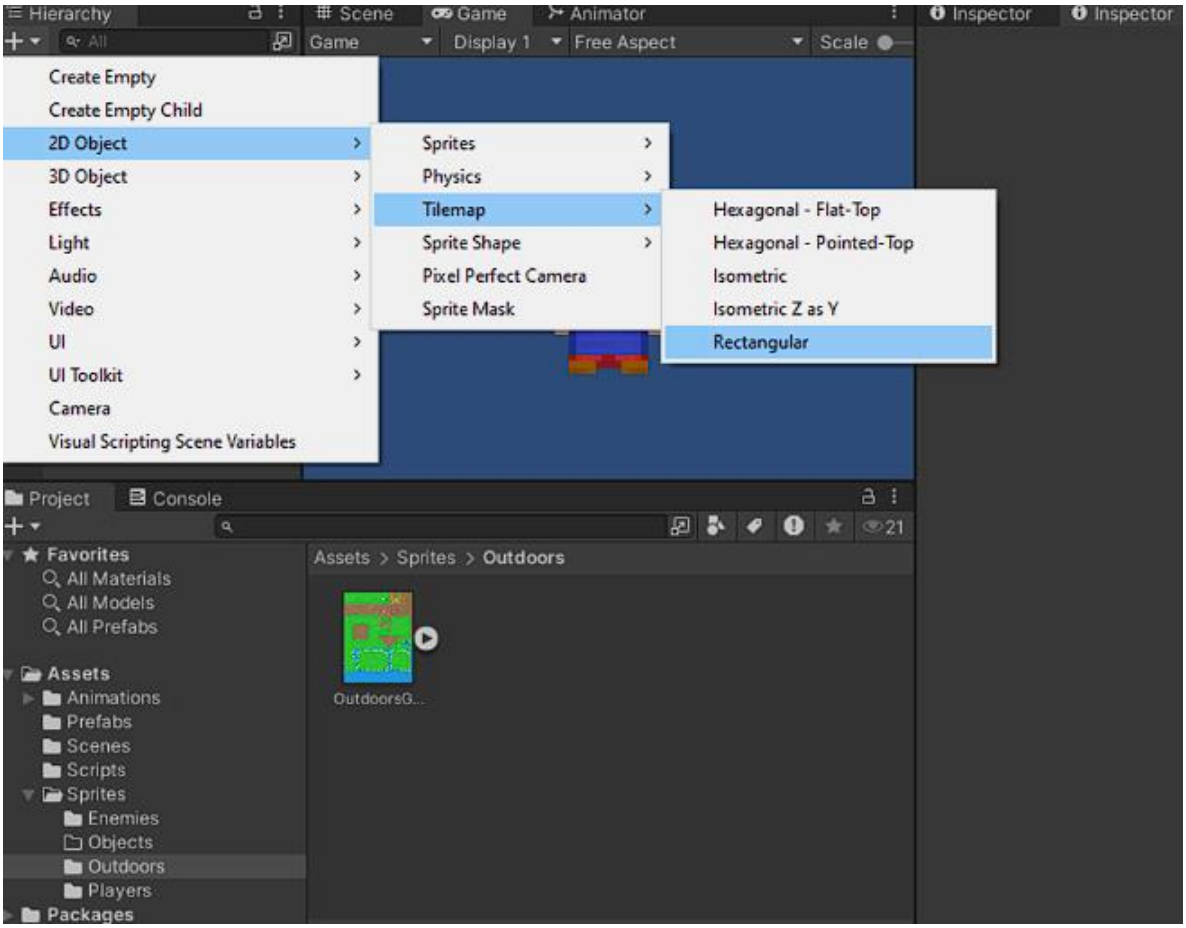
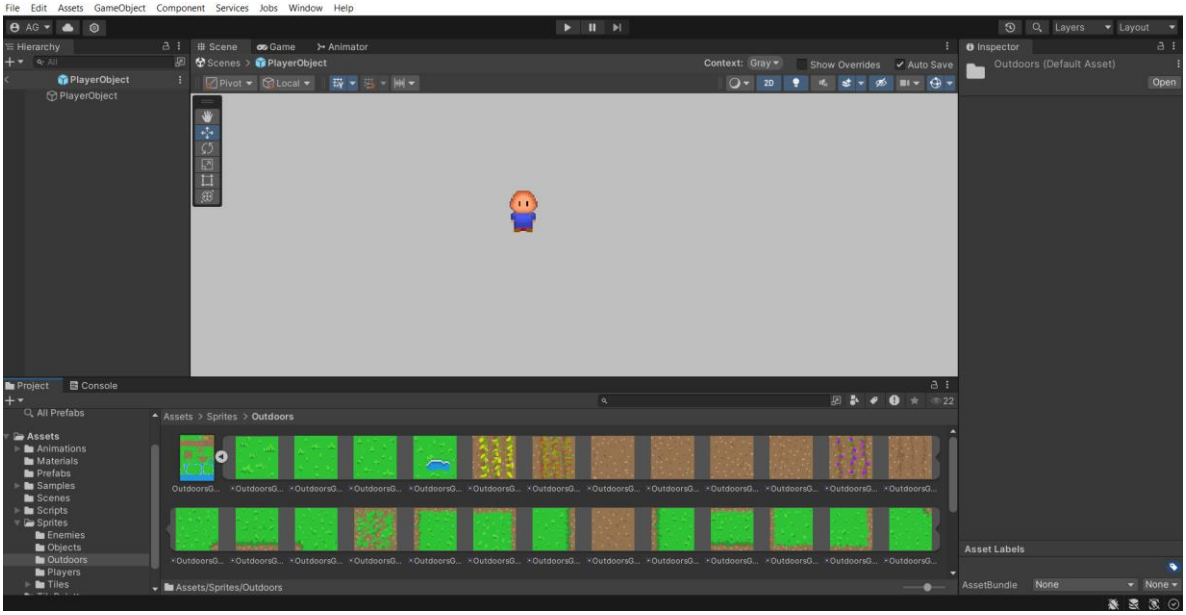
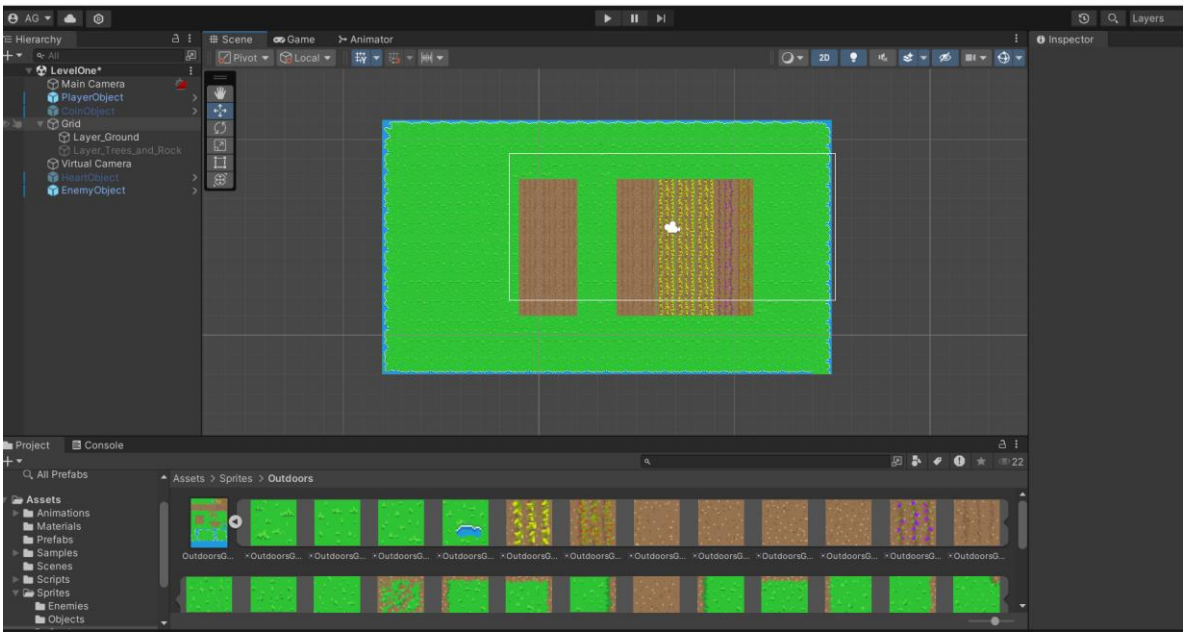

Prototype_4 - LevelOne - Windows, Mac, Linux - Unity 2022.3.48f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
PlayerObject
Scene
Game
Animator
Inspector
Transform
Sprite Renderer
Animator
Box Collider 2D
Project
Console
Assets
Scenes
Animations
Materials
Prefabs
Samples
Scripts
Sprites
TilePalettes
Packages
LevelOne


Prototype_4 - LevelOne - Windows, Mac, Linux - Unity 2022.3.48f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
PlayerObject
Scene
Game
Animator
Context: Gray
Show Overrides
Auto Save
Project
Console
All Prefabs
Assets > Sprites > Outdoors
Assets
Animations
Materials
Prefabs
Samples
Scenes
Scripts
Sprites
Enemies
Objects
Outdoors
Players
Tiles
Assets/Sprites/Outdoors


Assets GameObject Component Services Jobs Window Help
Layers
Layout
Scene
Game
Inspector
Inspector*
Game
Display 1
Outdoors Ground (Texture 2D) Import Settings *
Open
Texture Type
Sprite (2D and UI)
Texture Shape
2D
Sprite Mode
Multiple
Pixels Per Unit
32
Mesh Type
Tight
Extrude Edges
1
Generate Physics Shape
Sprite Editor
Advanced
sRGB (Color Texture)
Alpha Source
Input Texture Alpha
Alpha Is Transparency
Read/Write
Generate Mipmaps
Wrap Mode
Clamp
Filter Mode
Point (no filter)
Aniso Level
1
Default
Max Size
2048
Resize Algorithm
Mitchell
Format
Automatic
Compression
None
Revert
Apply
Console
Assets > Sprite
OutdoorsG...
OutdoorsGround


Hierarchy
Scene
Game
Animator
Inspector
Inspector
Create Empty
Create Empty Child
2D Object
3D Object
Effects
Light
Audio
Video
UI
UI Toolkit
Camera
Visual Scripting Scene Variables
Sprites
Physics
Tilemap
Sprite Shape
Pixel Perfect Camera
Sprite Mask
Hexagonal - Flat-Top
Hexagonal - Pointed-Top
Isometric
Isometric Z as Y
Rectangular
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Prefabs
Scenes
Scripts
Sprites
Enemies
Objects
Outdoors
Players
Packages
Assets > Sprites > Outdoors


File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
Scene
Game
Animator
Inspector
Project
Console
Assets > Sprites > Outdoors
Assets/Sprites/Outdoors


Hierarchy
Scene
Game
Animator
Inspector
LevelOne*
Main Camera
PlayerObject
Grid
Layer_Ground
Virtual Camera
EnemyObject
Project
Console
Assets > Sprites > Outdoors
Assets
Animations
Materials
Prefabs
Samples
Scenes
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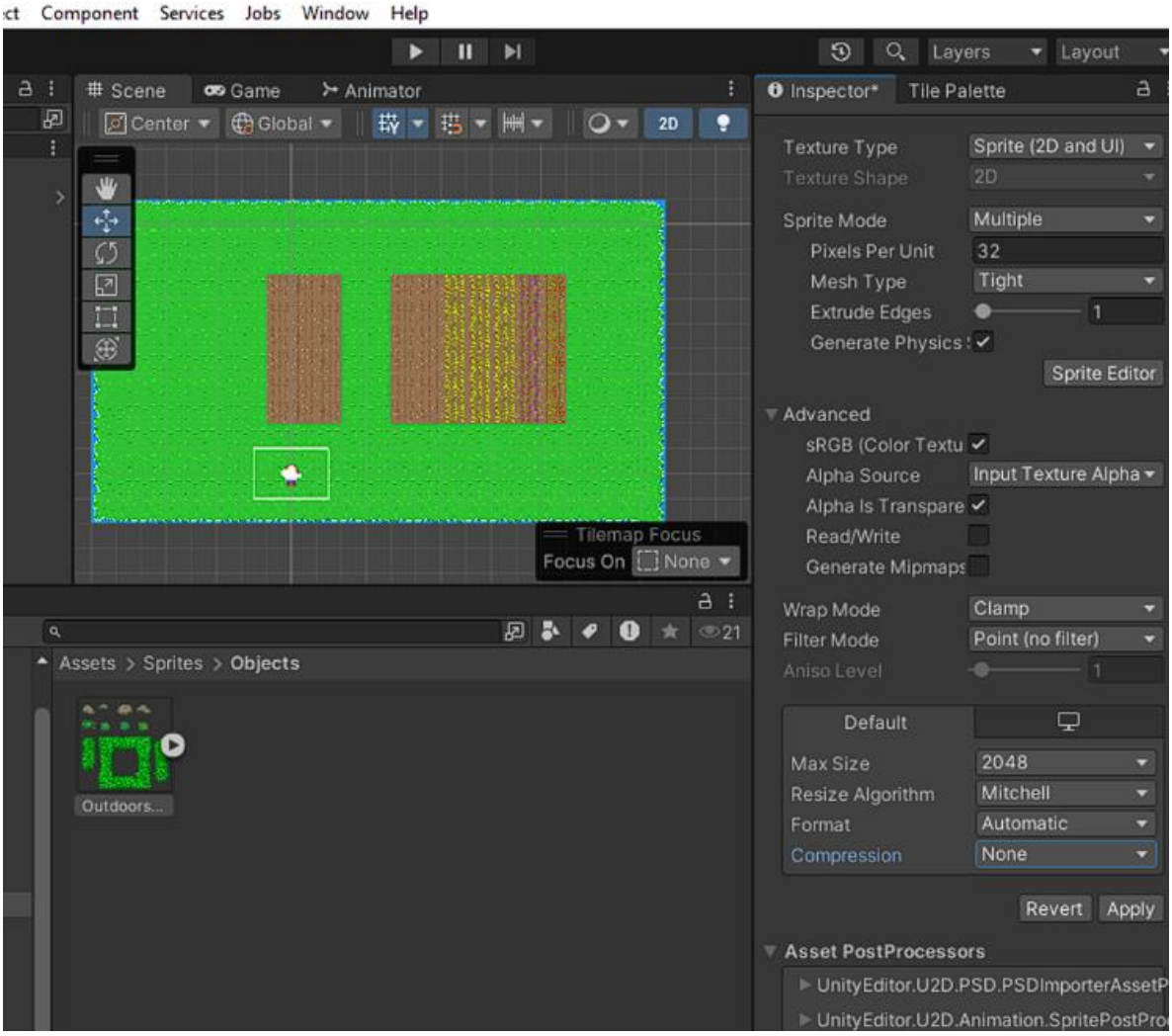
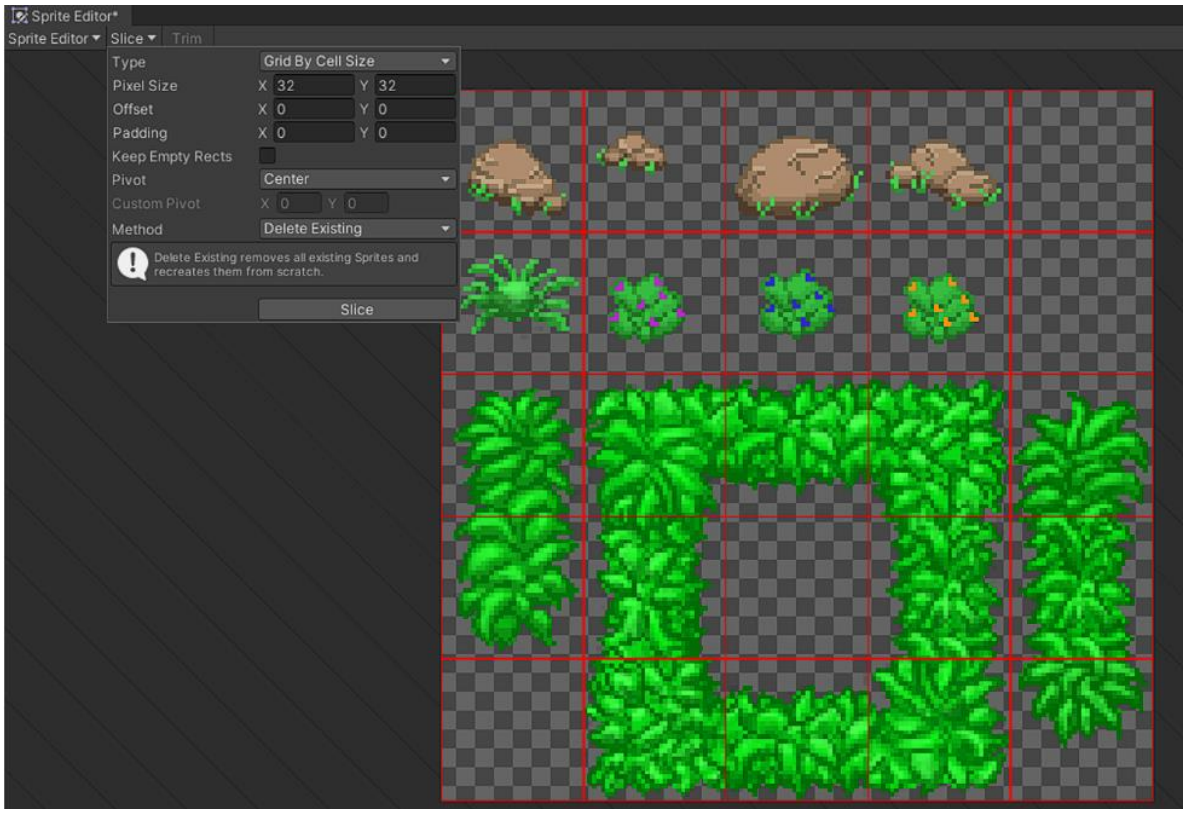
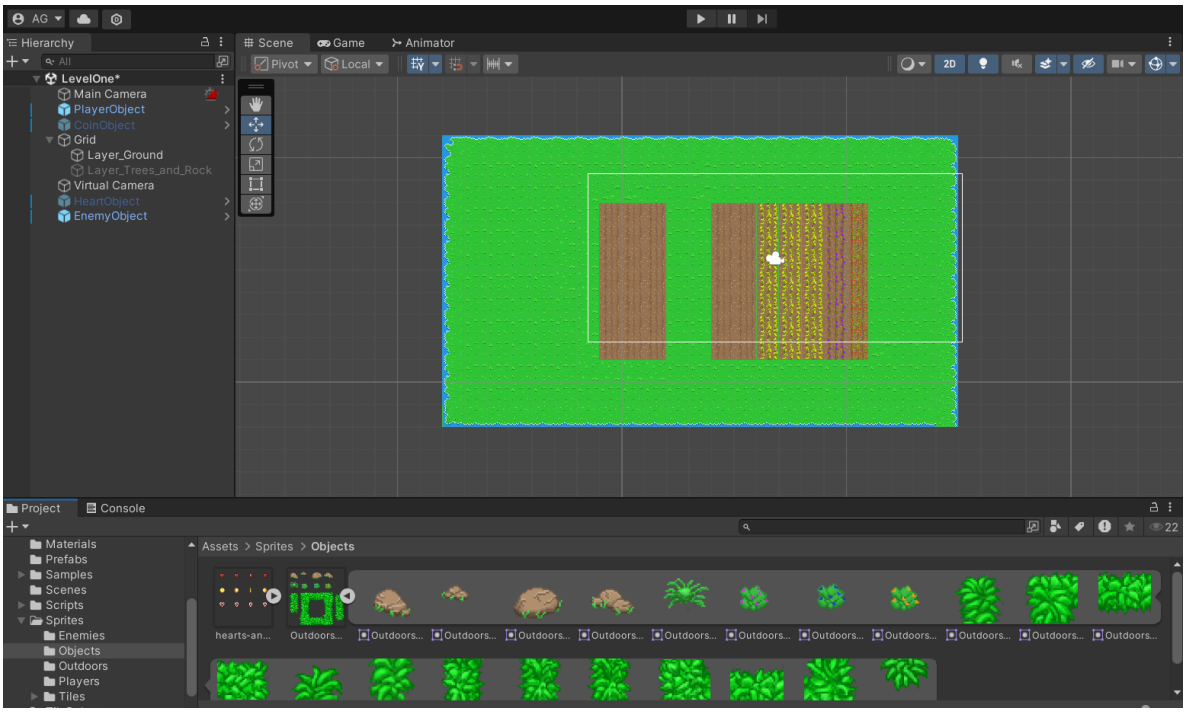
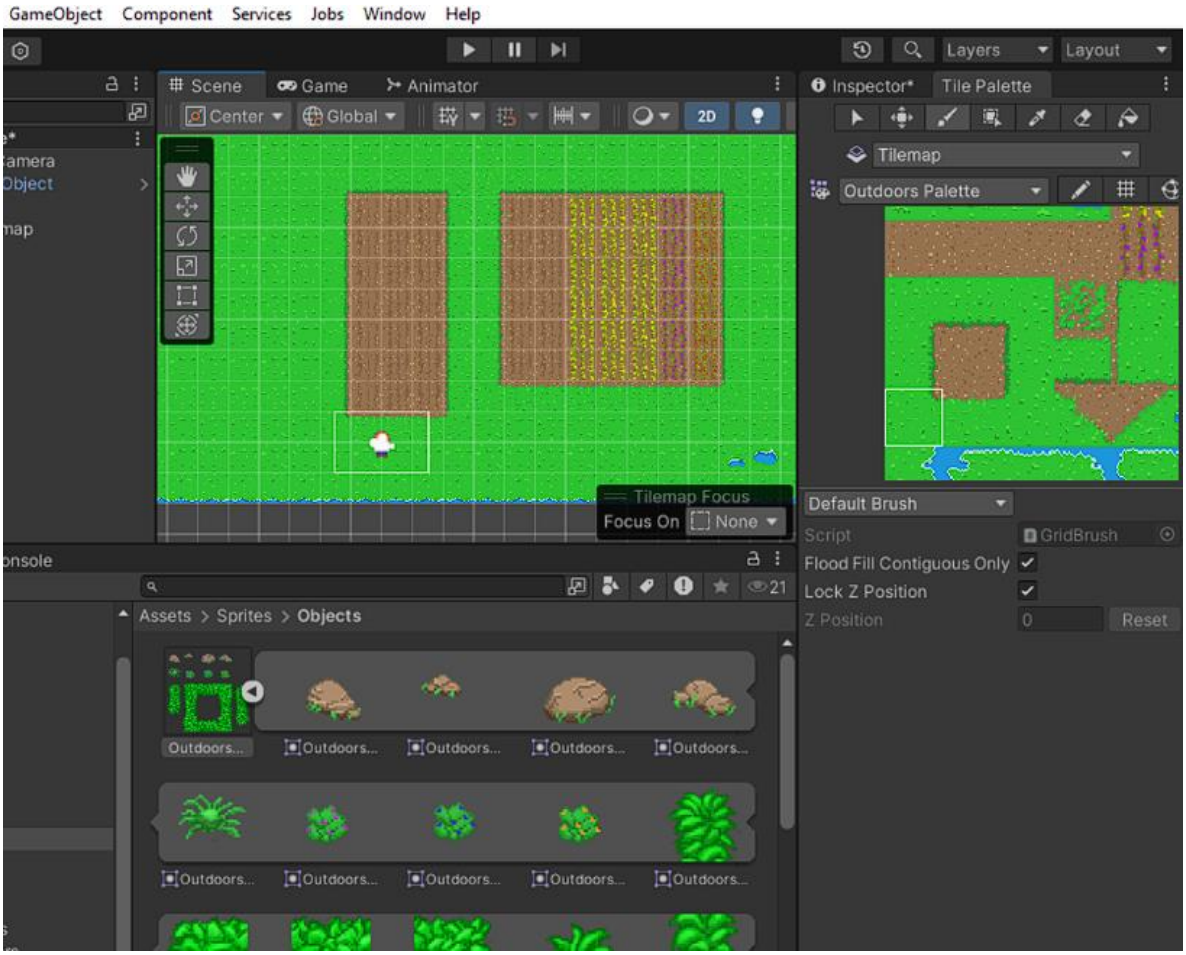
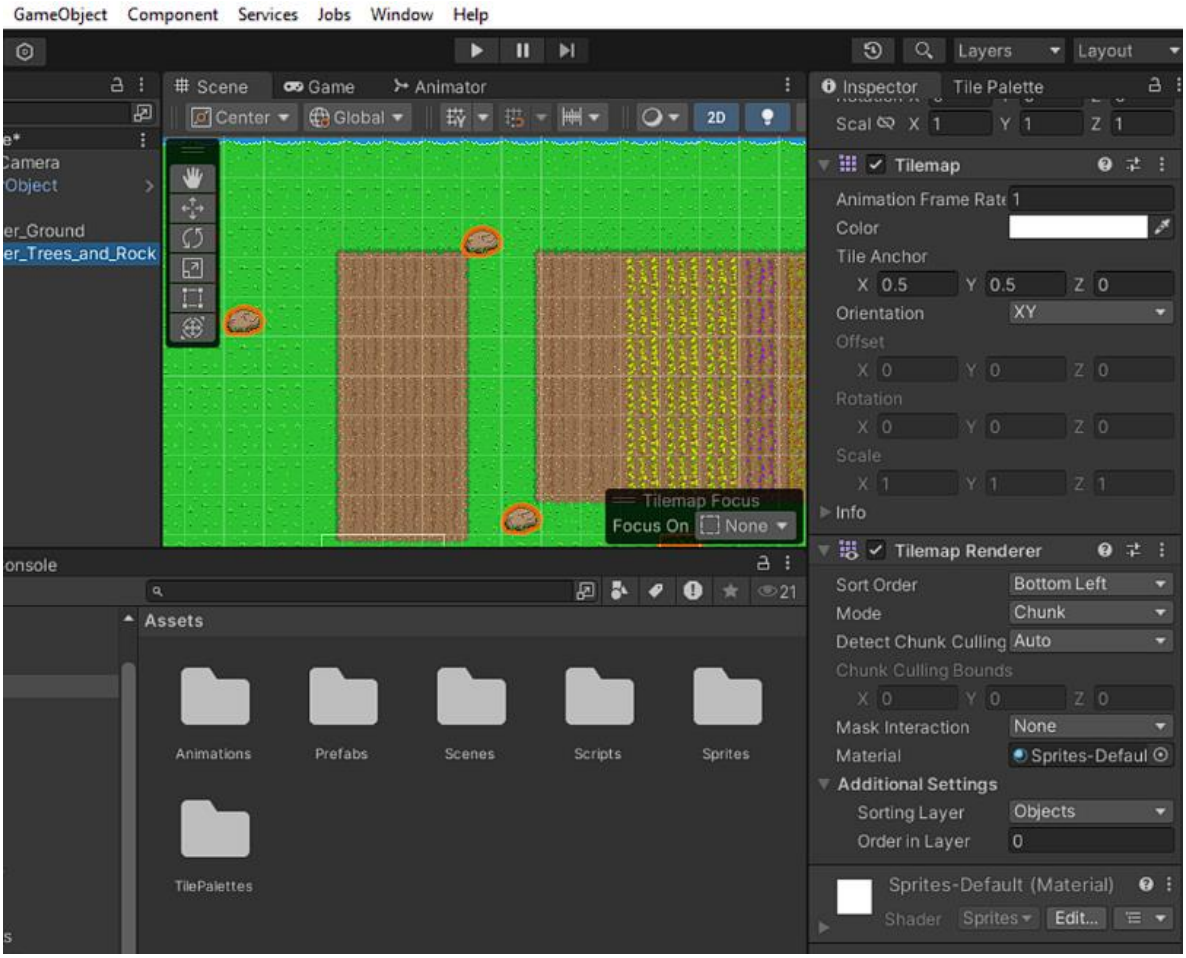
Sprites
Enemies
Objects

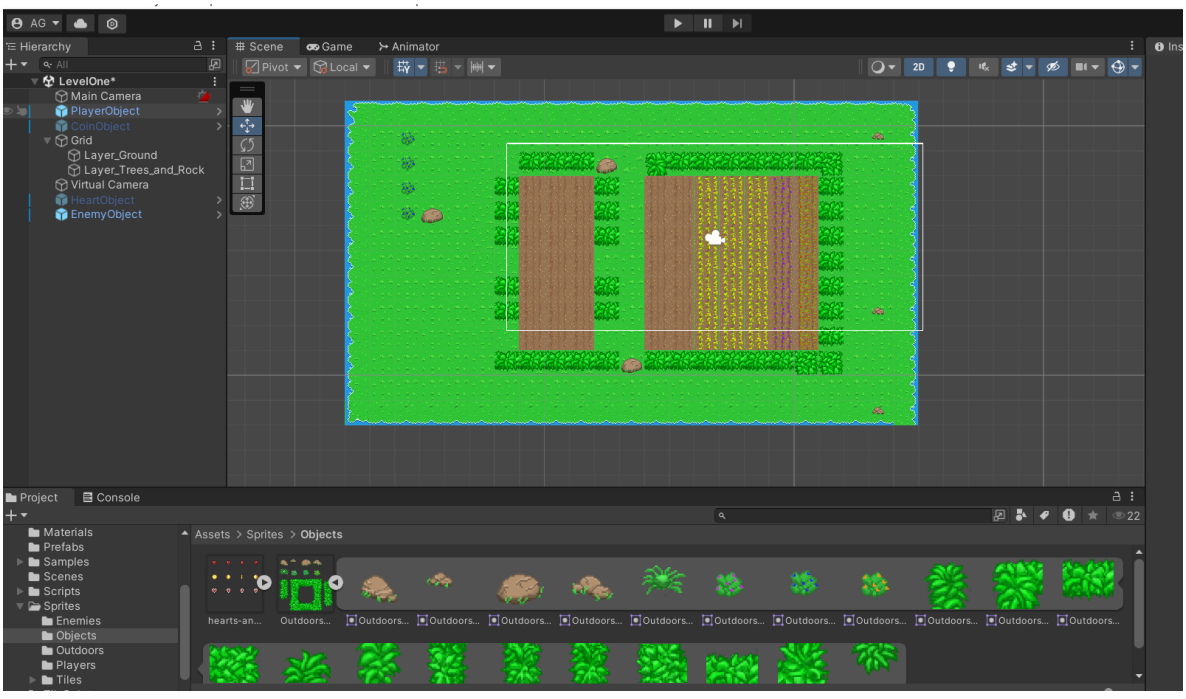

Component
Services
Jobs
Window
Help
Layers
Layout
Scene
Game
Animator
Inspector*
Tile Palette
Center
Global
2D
Tilemap Focus
Focus On
None
Assets > Sprites > Objects
Outdoors...
Texture Type
Sprite (2D and UI)
Texture Shape
2D
Sprite Mode
Multiple
Pixels Per Unit
32
Mesh Type
Tight
Extrude Edges
1
Generate Physics
Sprite Editor
Advanced
sRGB (Color Textu
Alpha Source
Input Texture Alpha
Alpha Is Transpare
Read/Write
Generate Mipmaps
Wrap Mode
Clamp
Filter Mode
Point (no filter)
Aniso Level
Default
Max Size
2048
Resize Algorithm
Mitchell
Format
Automatic
Compression
None
Revert
Apply
Asset PostProcessors
UnityEditor.U2D.PSD.PSDImporterAsset
UnityEditor.U2D.Animation.SpritePostPro


Sprite Editor*
Sprite Editor
Slice
Trim
Type
Grid By Cell Size
Pixel Size
X 32
Y 32
Offset
X 0
Y 0
Padding
X 0
Y 0
Keep Empty Rects
Pivot
Center
Custom Pivot
X 0
Y 0
Method
Delete Existing
Delete Existing removes all existing Sprites and recreates them from scratch.
Slice


Hierarchy
Scene
Game
Animator
Pivot
Local
2D
LevelOne*
Main Camera
PlayerObject
CoinObject
Grid
Layer_Ground
Layer_Trees_and_Rock
Virtual Camera
HeartObject
EnemyObject
Project
Console
Assets > Sprites > Objects
Materials
Prefabs
Samples
Scenes
Scripts
Sprites
Enemies
Objects
Outdoors
Players
Tiles


GameObject
Component
Services
Jobs
Window
Help
Layers
Layout
Scene
Game
Animator
Center
Global
2D
Inspector*
Tile Palette
Tilemap
Outdoors Palette
Tilemap Focus
Focus On
None
Default Brush
Script
GridBrush
Flood Fill Contiguous Only
Lock Z Position
Z Position
0
Reset
Assets
Sprites
Objects
Outdoors...


GameObject Component Services Jobs Window Help
Scene Game Animator
Center Global 2D
Layers Layout
Inspector Tile Palette
Tilemap
Animation Frame Rate 1
Color
Tile Anchor
X 0.5 Y 0.5 Z 0
Orientation XY
Offset
Rotation
Scale
Info
Tilemap Focus
Focus On None
Tilemap Renderer
Sort Order Bottom Left
Mode Chunk
Detect Chunk Culling Auto
Chunk Culling Bounds
Mask Interaction None
Material Sprites-Defaul
Additional Settings
Sorting Layer Objects
Order in Layer 0
Sprites-Default (Material)
Shader Sprites Edit...
Assets
Animations
Prefabs
Scenes
Scripts
Sprites
TilePalettes


Hierarchy
Scene Game Animator
LevelOne*
Main Camera
PlayerObject
CoinObject
Grid
Layer_Ground
Layer_Trees_and_Rock
Virtual Camera
HeartObject
EnemyObject
Project Console
Assets > Sprites > Objects
Materials
Prefabs
Samples
Scenes
Scripts
Sprites
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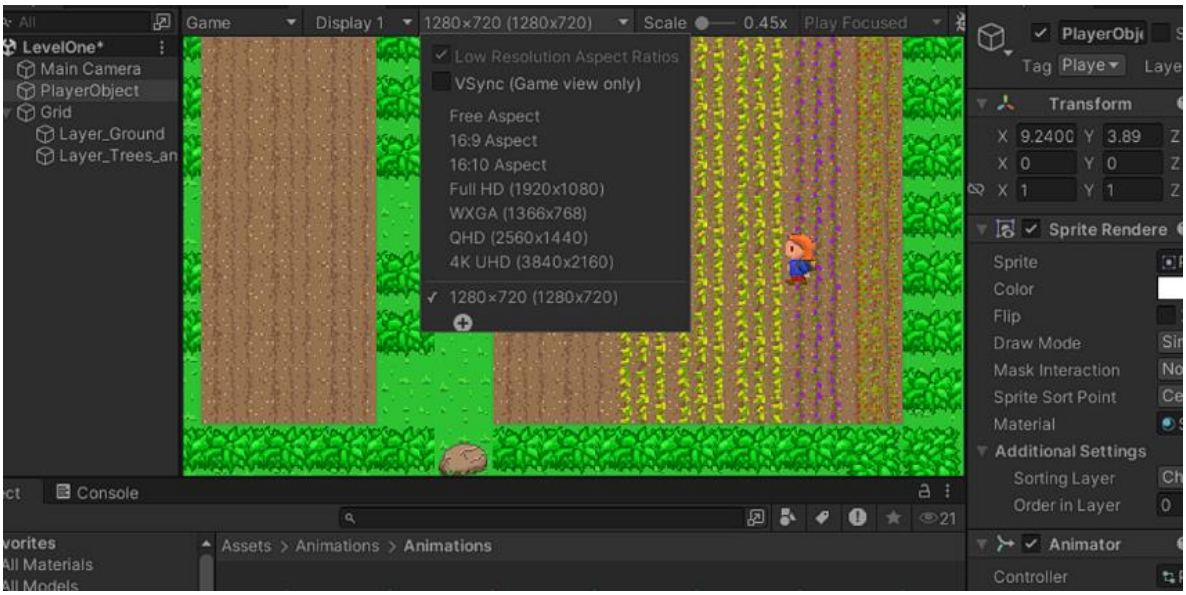
Tiles


Game
Display 1
1280×720 (1280×720)
Scale
0.45x
Play Focused
Low Resolution Aspect Ratios
VSync (Game view only)
Free Aspect
16:9 Aspect
16:10 Aspect
Full HD (1920x1080)
WXGA (1366x768)
QHD (2560x1440)
4K UHD (3840x2160)
1280×720 (1280×720)
LevelOne*
Main Camera
PlayerObject
Grid
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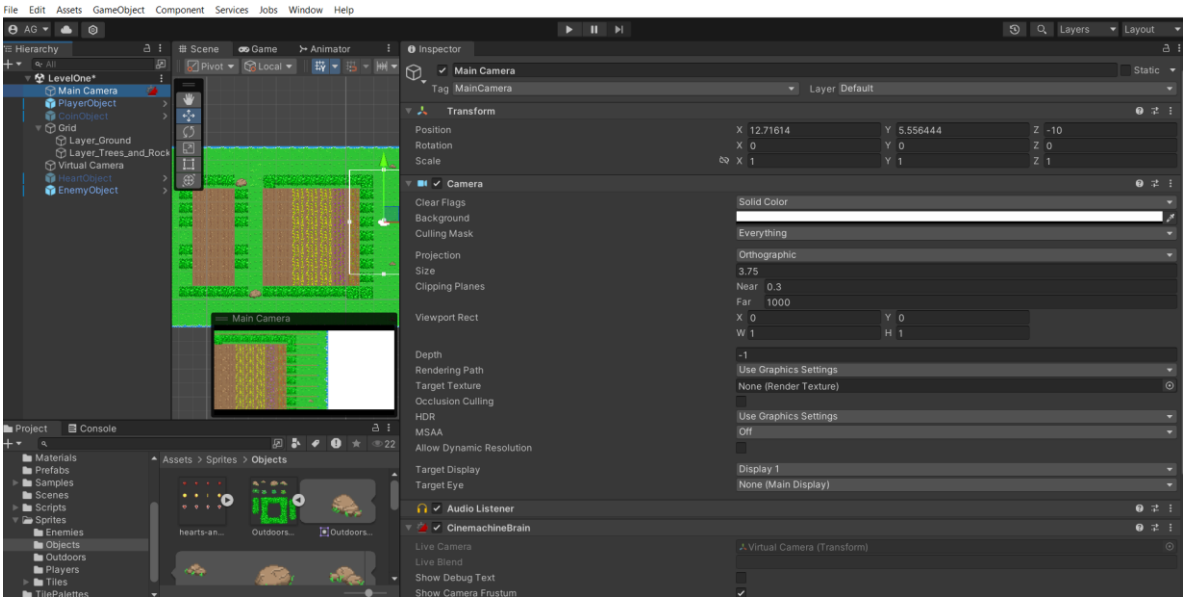
Layer_Trees_an
Transform
Sprite Renderer
Sprite
Color
Flip
Draw Mode
Mask Interaction
Sprite Sort Point
Material
Additional Settings
Sorting Layer
Order in Layer
Animator
Controller
Console
Assets > Animations > Animations


File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
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Main Camera
Transform
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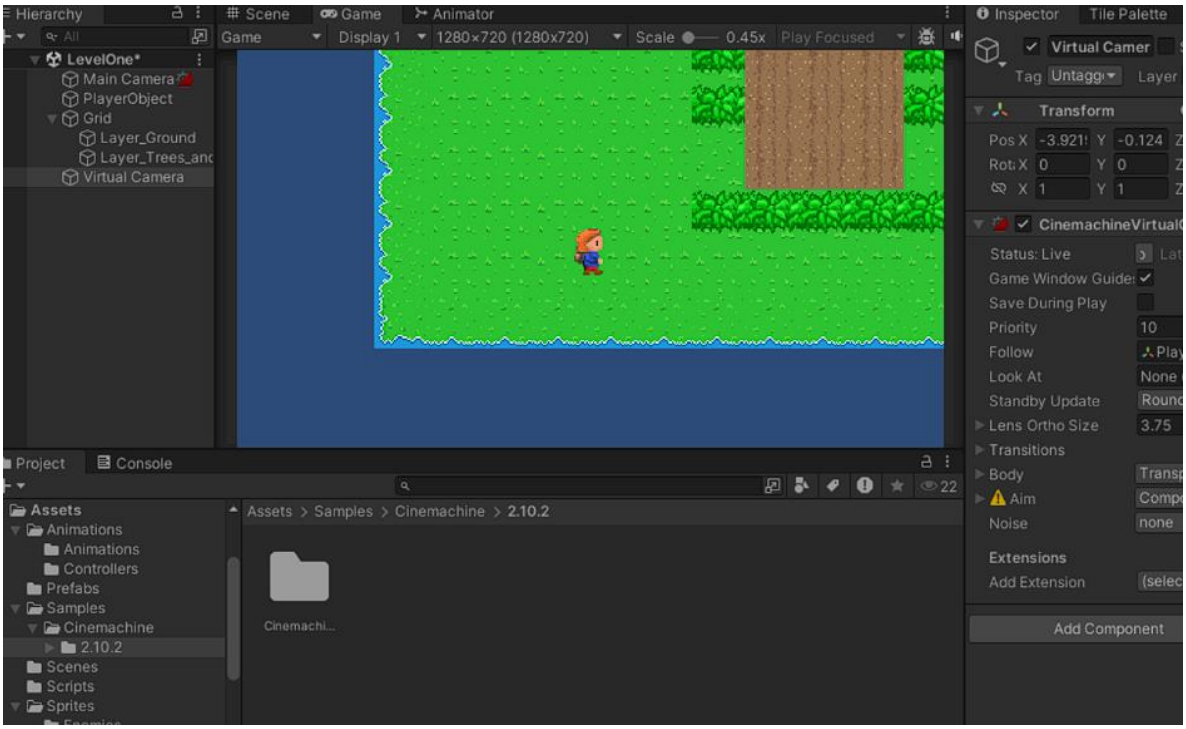
Rotation
Scale
Camera
Clear Flags
Background
Culling Mask
Projection
Size
Clipping Planes
Viewport Rect
Depth
Rendering Path
Target Texture
Occlusion Culling
HDR
MSAA
Allow Dynamic Resolution
Target Display
Target Eye
Audio Listener
CinemachineBrain
Project
Console
Assets > Sprites > Objects


Hierarchy
Scene
Game
Animator
Inspector
Tile Palette
LevelOne*
Main Camera
PlayerObject
Grid
Layer_Ground
Layer_Trees_and
Virtual Camera
Display 1
1280×720 (1280×720)
Scale
0.45x
Play Focused
Virtual Camer
Tag
Transform
Pos X
-3.921
-0.124
Rot X
CinemachineVirtual
Status: Live
Game Window Guides
Save During Play
Priority
10
Follow
Look At
Standby Update
Lens Ortho Size
3.75
Transitions
Body
Aim
Noise
none
Extensions
Add Extension
Add Component
Project
Console
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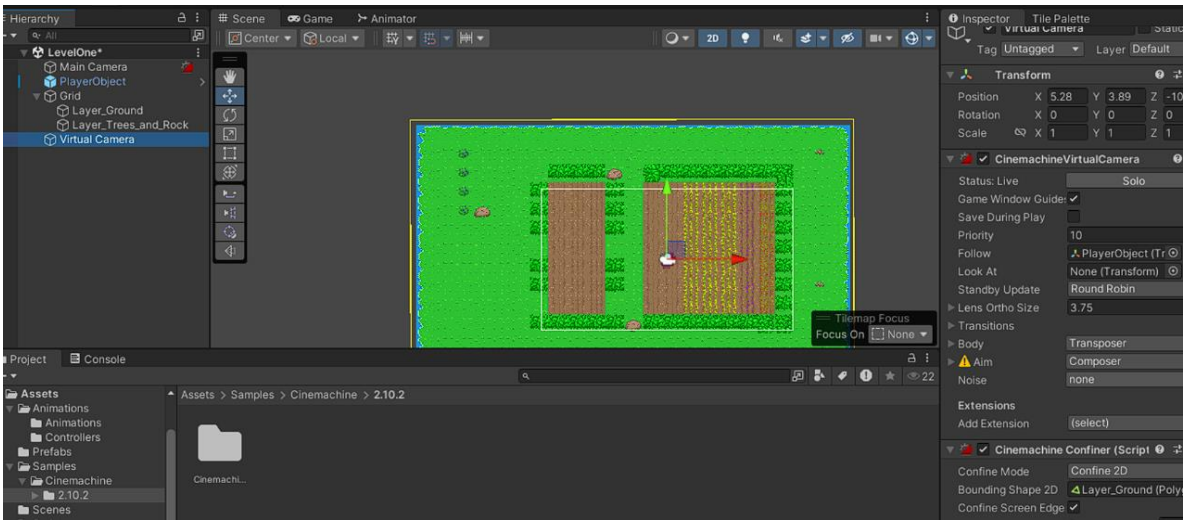
Controllers
Prefabs
Samples
Cinemachine
2.10.2
Scenes
Scripts
Sprites
Assets > Samples > Cinemachine > 2.10.2
Cinemachi...


Hierarchy
Scene
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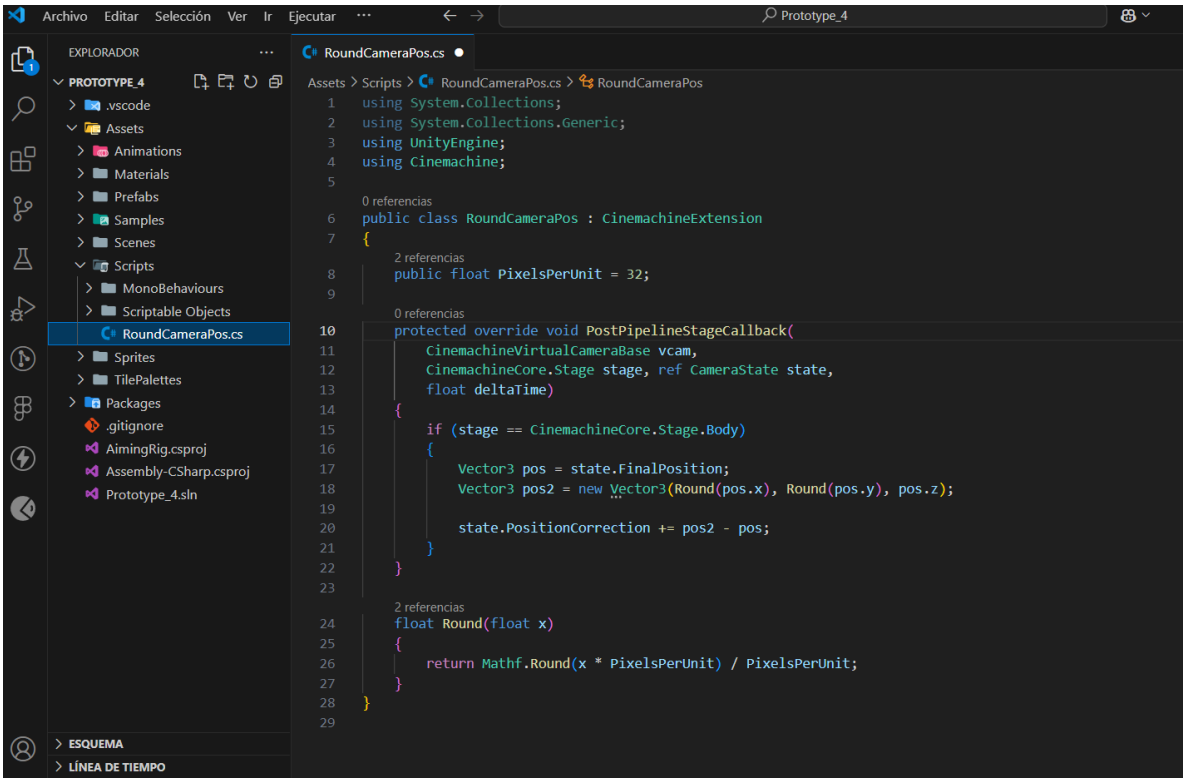
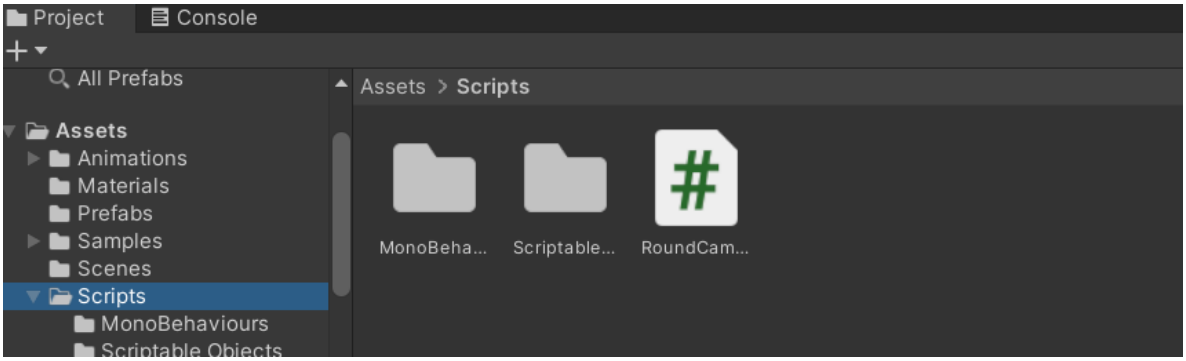
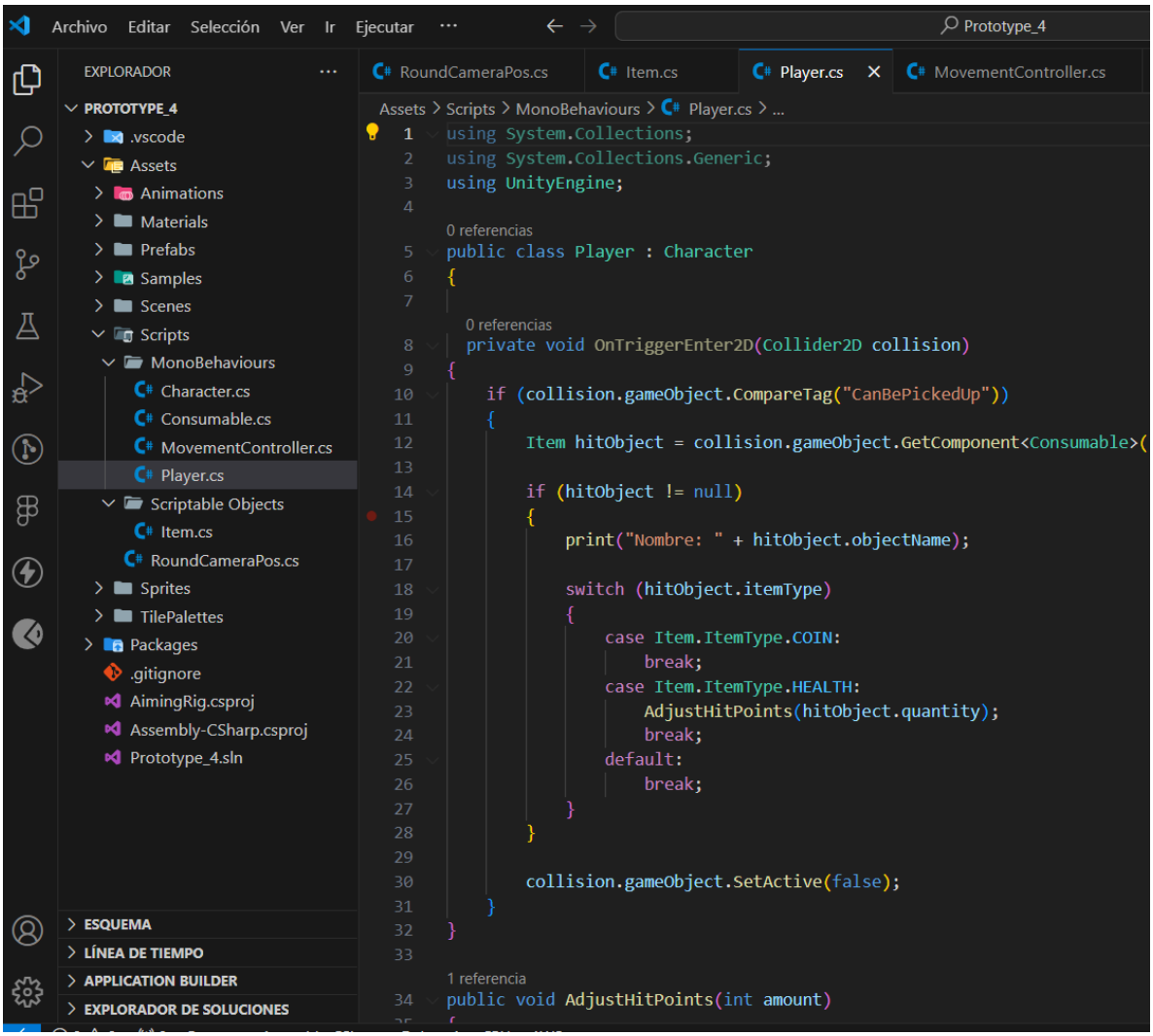
Animator
Inspector
Tile Palette
LevelOne*
Main Camera
PlayerObject
Grid
Layer_Ground
Layer_Trees_and_Rock
Virtual Camera
Center
Local
2D
Tilemap Focus
Focus On
None
Tag
Untagged
Layer
Default
Transform
Position
Rotation
Scale
CinemachineVirtualCamera
Status: Live
Solo
Game Window Guides
Save During Play
Priority
10
Follow
PlayerObject (Tr
Look At
None (Transform)
Standby Update
Round Robin
Lens Ortho Size
3.75
Transitions
Body
Transposer
Aim
Composer
Noise
none
Extensions
Add Extension
(select)
Cinemachine Confiner (Script
Confine Mode
Confine 2D
Bounding Shape 2D
Layer_Ground (Poly
Confine Screen Edge
Project
Console
Assets
Animations
Controllers
Prefabs
Samples
Cinemachine
2.10.2
Scenes
Assets > Samples > Cinemachine > 2.10.2
Cinemachi...



Perte 2 del protitipo 4




Archivo Editar Selección Ver Ir Ejecutar
Prototype_4
EXPLORADOR
PROTOTYPE_4
.vscode
Assets
Animations
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Samples
Scenes
Scripts
MonoBehaviours
Character.cs
Consumable.cs
MovementController.cs
Player.cs
Scriptable Objects
Item.cs
RoundCameraPos.cs
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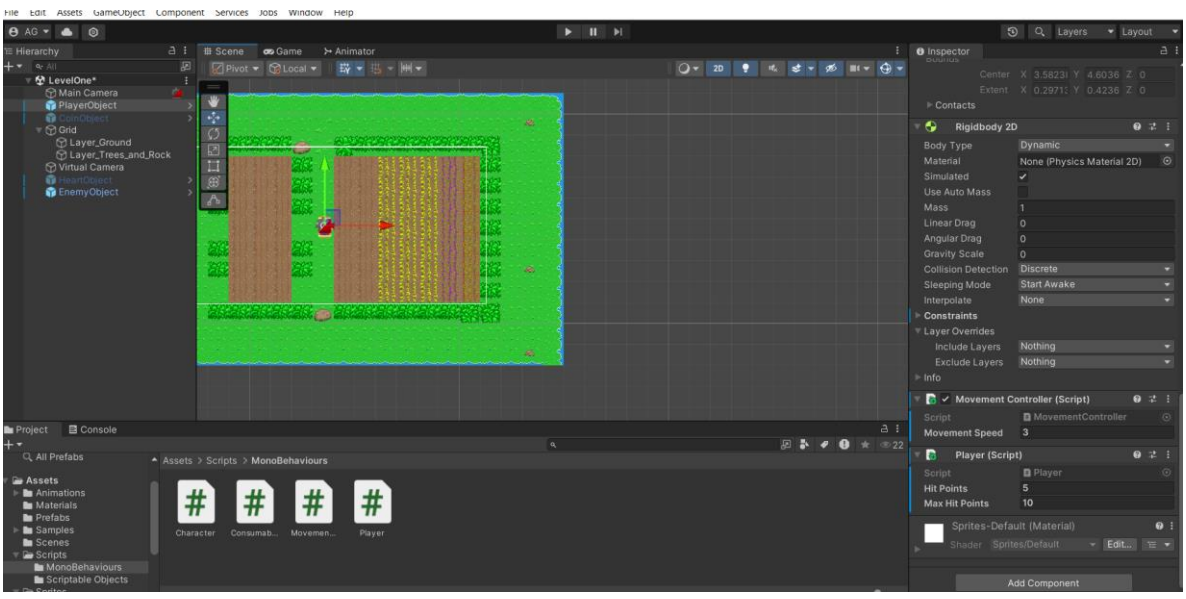
.gitignore
AimingRig.csproj
Assembly-CSharp.csproj
Prototype_4.sln
ESQUEMA
LÍNEA DE TIEMPO
APPLICATION BUILDER
EXPLORADOR DE SOLUCIONES
RoundCameraPos.cs
Item.cs
Player.cs
MovementController.cs
Assets > Scripts > MonoBehaviours > Player.cs > ...
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
0 referencias
public class Player : Character
{
0 referencias
private void OnTriggerEnter2D(Collider2D collision)
{
if (collision.gameObject.CompareTag("CanBePickedUp"))
{
Item hitObject = collision.gameObject.GetComponent<Consumable>(
if (hitObject != null)
{
print("Nombre: " + hitObject.objectName);
switch (hitObject.itemType)
{
case Item.ItemType.COIN:
break;
case Item.ItemType.HEALTH:
AdjustHitPoints(hitObject.quantity);
break;
default:
break;
}
}
collision.gameObject.SetActive(false);
}
}
1 referencia
public void AdjustHitPoints(int amount)


Hierarchy
Scene
Game
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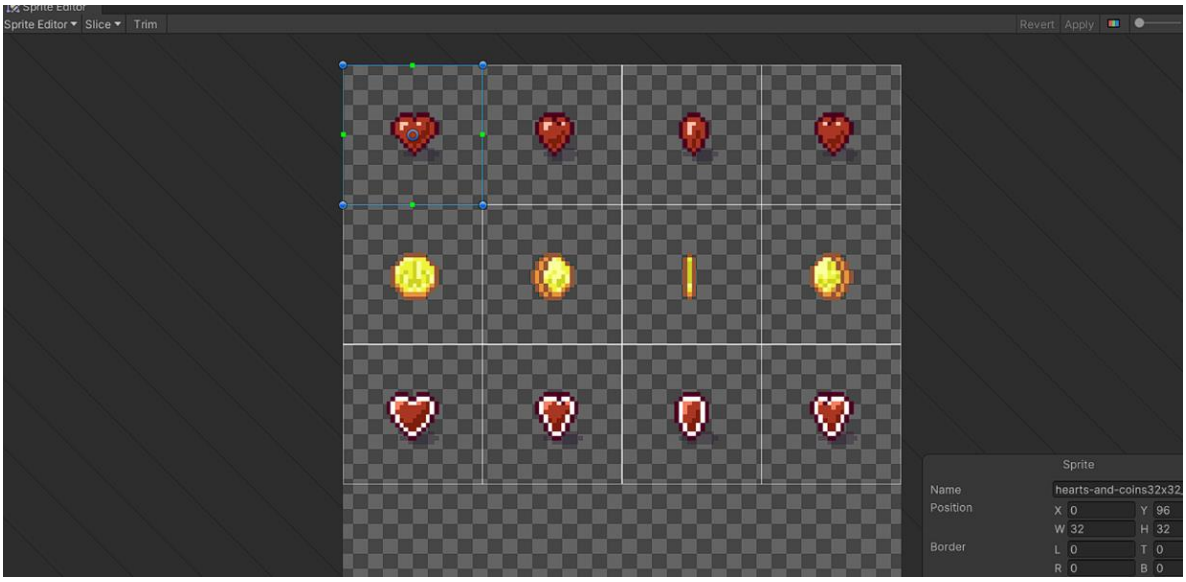
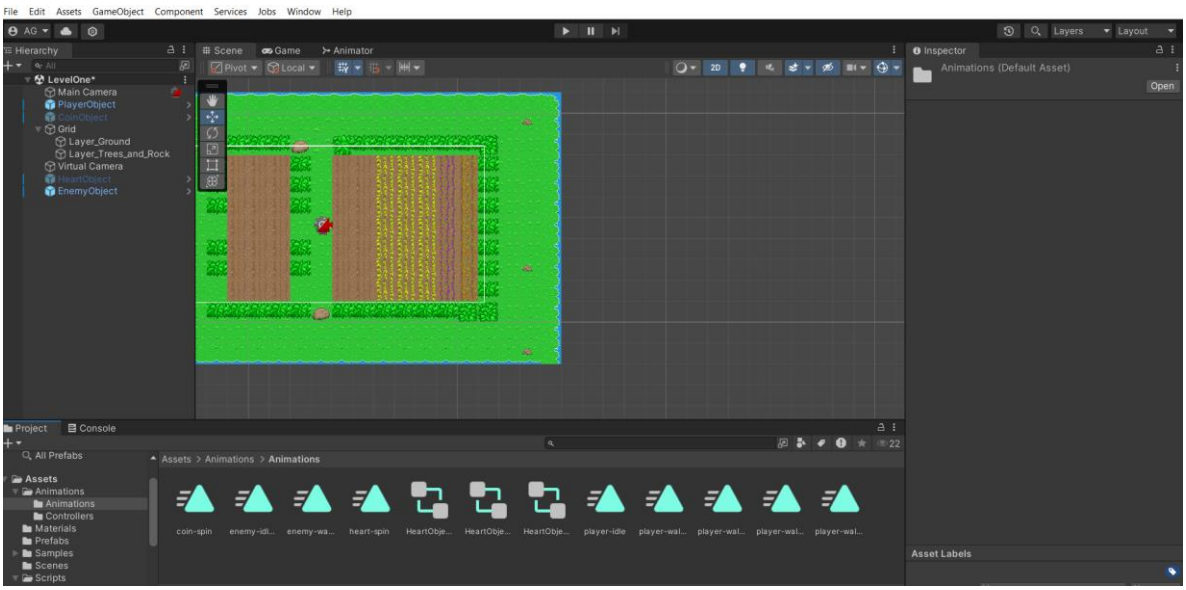
Console
Rigidbody 2D
Movement Controller (Script)
Player (Script)
Add Component


Sprite Editor
Slice
Trim
Revert
Apply
Sprite
Name
hearts-and-coins32x32
Position
X 0
Y 96
W 32
H 32
Border
L 0
T 0
R 0
B 0


File Edit Assets GameObject Component Services Jobs Window Help
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Layers
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LevelOne*
Main Camera
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CoinObject
Grid
Layer_Ground
Layer_Trees_and_Rock
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HeartObject
EnemyObject
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All Prefabs
Assets > Animations > Animations
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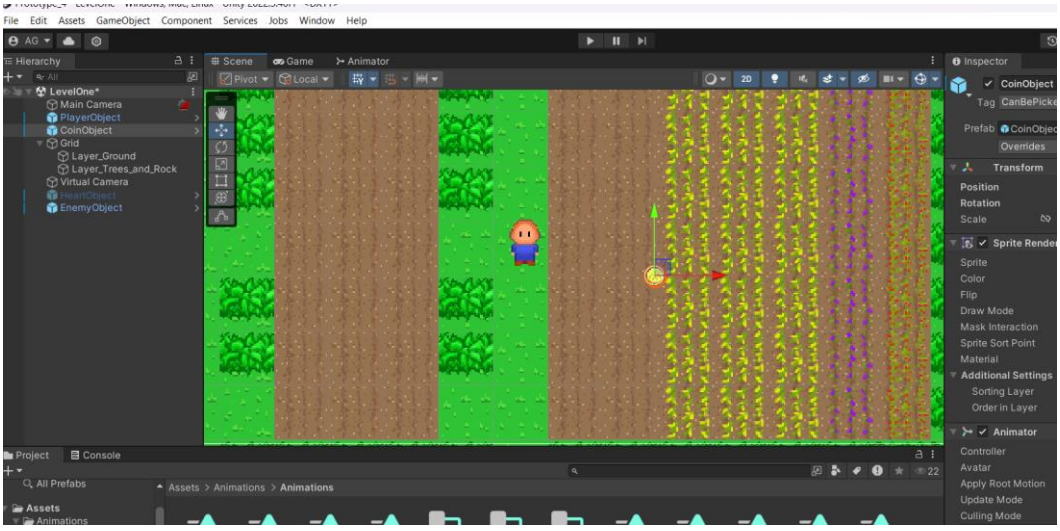
Prefabs
Samples
Scenes
Scripts
coin-spin
enemy-idl...
enemy-wa...
heart-spin
HeartObje...
player-idle
player-wal...
Asset Labels


File Edit Assets GameObject Component Services Jobs Window Help
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Layer_Trees_and_Rock
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EnemyObject
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Scale
Sprite
Color
Flip
Draw Mode
Mask Interaction
Sprite Sort Point
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Additional Settings
Sorting Layer
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Apply Root Motion
Update Mode
Culling Mode
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Assets

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Layer_Trees_and_Rock
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Center
Local
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Tilemap Focus
Focus On
None
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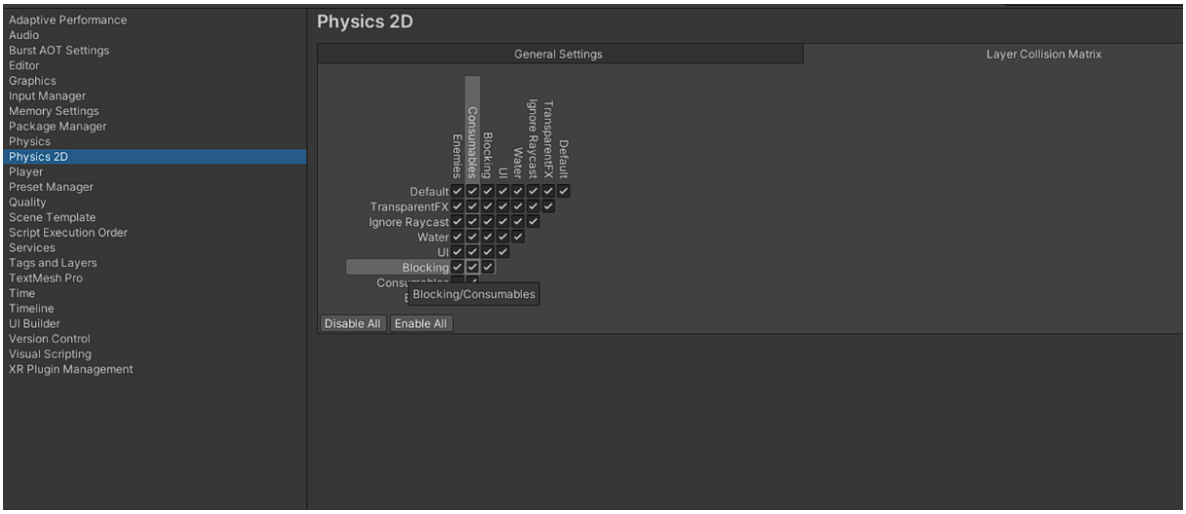
Assets
CoinObject
Tag
CanBePickedUp
Layer
Default
Untagged
Respawn
Finish
EditorOnly
MainCamera
Player
GameController
Enemy
Ground
CanBePickedUp
Add Tag...
Position
Rotation
Scale
Sprite
Color
Flip
Material
Sprites-Default
Additional Settings
Sorting Layer
Objects
Order in Layer
0
Animator
Controller
CoinController
Avatar
None (Avatar)
Apply Root Motion


Adaptive Performance
Audio
Burst AOT Settings
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Graphics
Input Manager
Memory Settings
Package Manager
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Physics 2D
Player
Preset Manager
Quality
Scene Template
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Layer Collision Matrix
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Consumables
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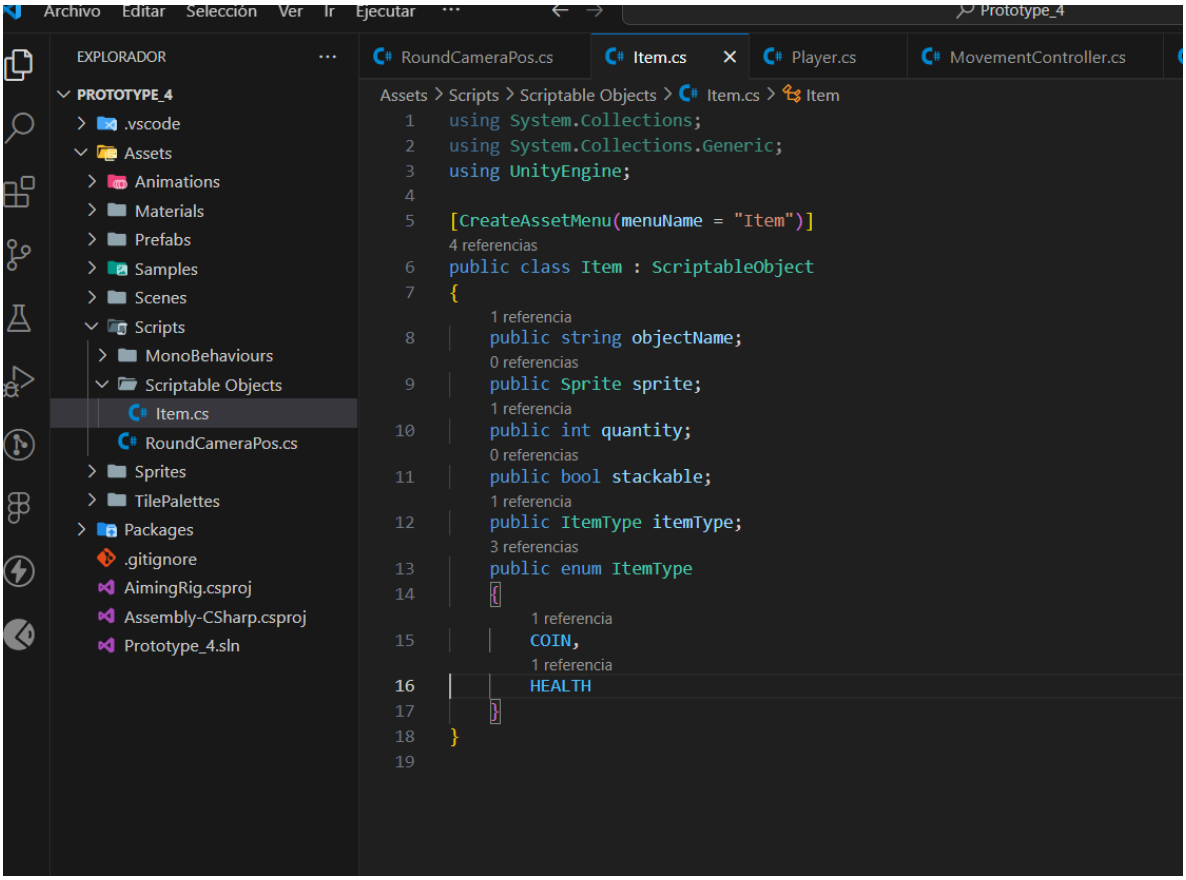
Water
Ignore Raycast
TransparentFX
Default
Blocking/Consumables
Disable All
Enable All


Archivo Editar Selección Ver Ir Ejecutar
Prototype_4
EXPLORADOR
PROTOTYPE_4
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MonoBehaviours
Scriptable Objects
Item.cs
RoundCameraPos.cs
Sprites
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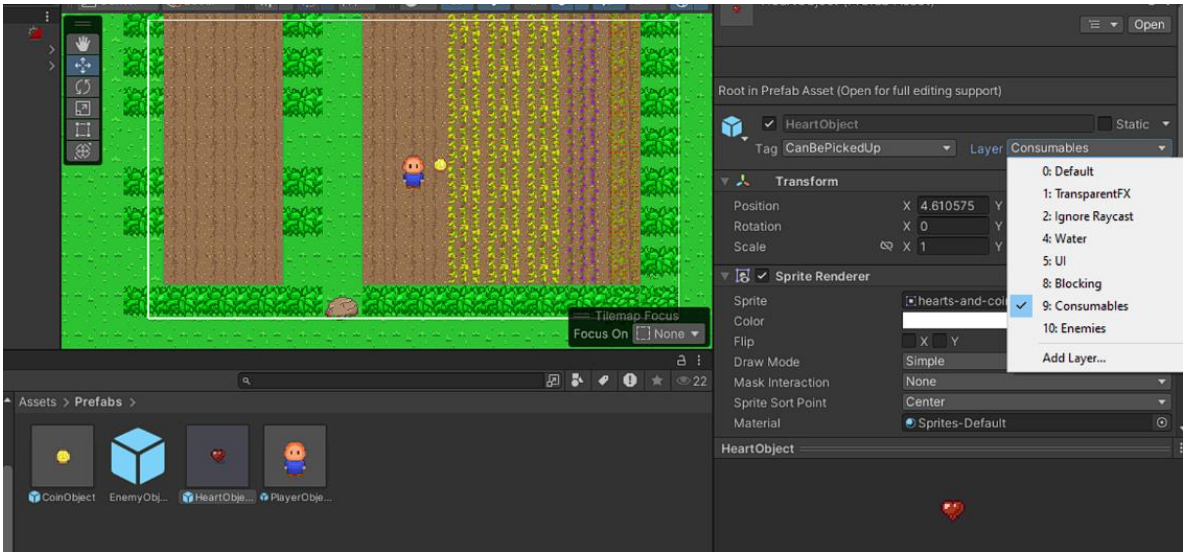
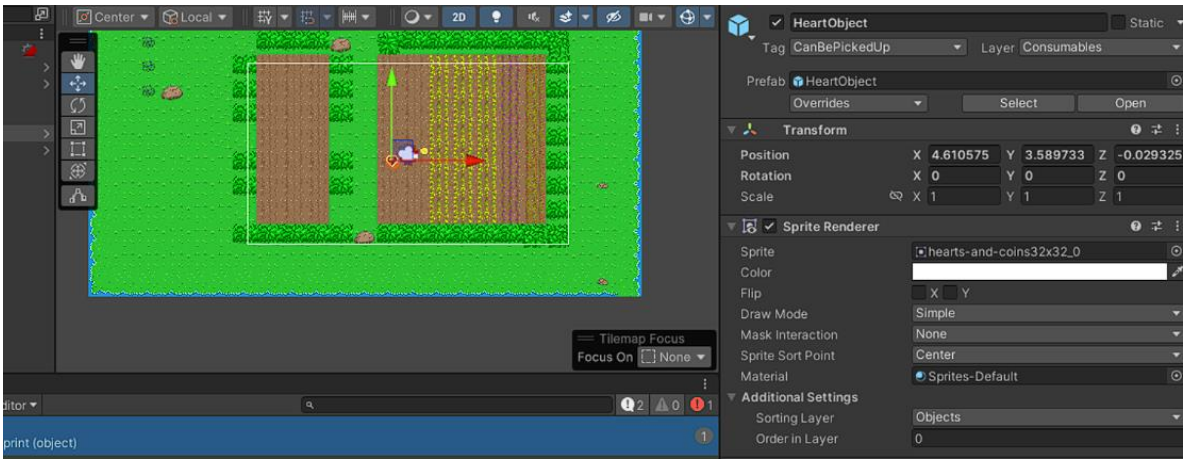
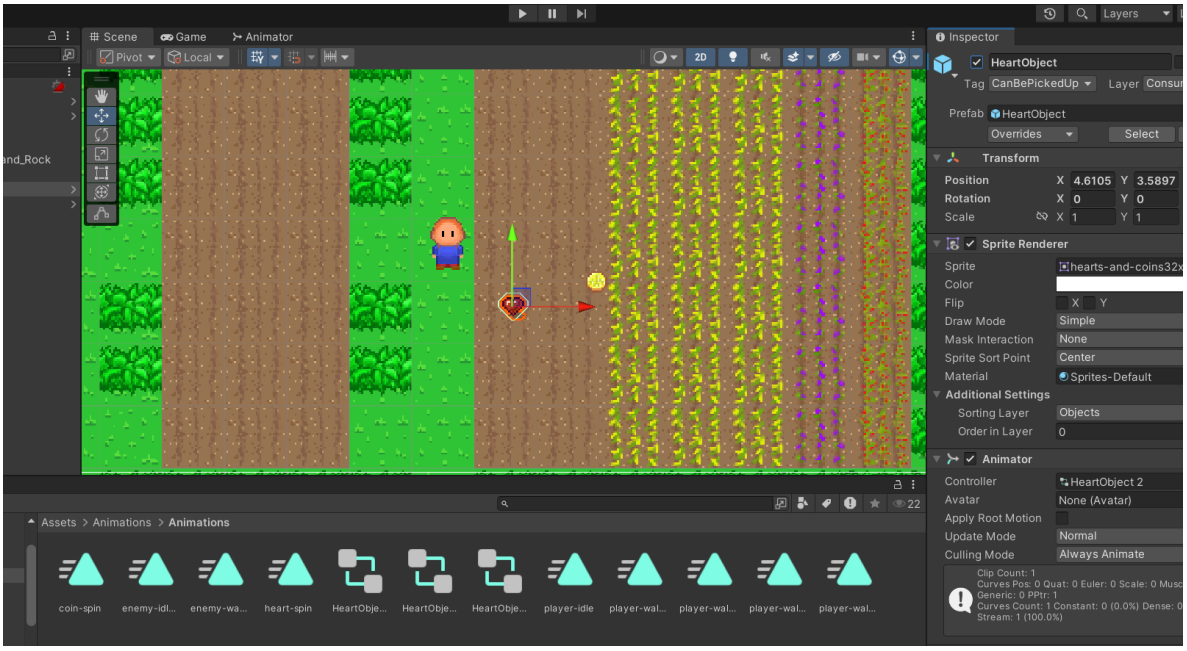
Packages
.gitignore
AimingRig.csproj
Assembly-CSharp.csproj
Prototype_4.sln
RoundCameraPos.cs
Item.cs
Player.cs
MovementController.cs
Assets > Scripts > Scriptable Objects > Item.cs > Item
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
[CreateAssetMenu(menuName = "Item")]
4 referencias
public class Item : ScriptableObject
{
1 referencia
public string objectName;
0 referencias
public Sprite sprite;
1 referencia
public int quantity;
0 referencias
public bool stackable;
1 referencia
public ItemType itemType;
3 referencias
public enum ItemType
{
1 referencia
COIN,
1 referencia
HEALTH
}
}

```
using System.Collections.Generic;
using UnityEngine;

0 referencias
public class Player : Character
{

  0 referencias
  private void OnTriggerEnter2D(Collider2D collision)
{
    if (collision.gameObject.CompareTag("CanBePickedUp"))
    {
        Item hitObject = collision.gameObject.GetComponent<Consumable>().item;

        if (hitObject != null)
        {
            print("Nombre: " + hitObject.objectName);

            switch (hitObject.itemType)
            {
                case Item.ItemType.COIN:
                    break;
                case Item.ItemType.HEALTH:
                    AdjustHitPoints(hitObject.quantity);
                    break;
                default:
                    break;
            }
        }

        collision.gameObject.SetActive(false);
    }
}

1 referencia
public void AdjustHitPoints(int amount)
{
```




Center
Local
2D
HeartObject
Static
Tag CanBePickedUp
Layer Consumables
Prefab HeartObject
Overrides
Select
Open
Transform
Position X 4.610575 Y 3.589733 Z -0.029325
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Sprite Renderer
Sprite hearts-and-coins32x32_0
Color
Flip X Y
Draw Mode Simple
Mask Interaction None
Sprite Sort Point Center
Material Sprites-Default
Additional Settings
Sorting Layer Objects
Order in Layer 0
Tilemap Focus
Focus On None


Scene
Game
Animator
Pivot
Local
2D
Inspector
Layers
HeartObject
Tag CanBePickedUp
Prefab HeartObject
Overrides
Select
Transform
Position X 4.6105 Y 3.5897
Rotation X 0 Y 0
Scale X 1 Y 1
Sprite Renderer
Sprite
Color
Flip X Y
Draw Mode Simple
Mask Interaction None
Sprite Sort Point Center
Material Sprites-Default
Additional Settings
Sorting Layer Objects
Order in Layer 0
Animator
Controller HeartObject 2
Avatar None (Avatar)
Apply Root Motion
Update Mode Normal
Culling Mode Always Animate
Assets > Animations > Animations
coin-spin
enemy-idl...
enemy-wa...
heart-spin
HeartObje...
HeartObje...
HeartObje...
player-idle
player-wal...
player-wal...
player-wal...
player-wal...